AMENDMENTS TO THE SPECIFICATION

Please replace paragraph beginning on page 22, line 3 with the following rewritten paragraph:

It should be appreciated that at the stage of the game in Fig. 3, wherein gaming device 10 makes the first move, and the grid 70 is perfectly symmetrical as described above. It does not matter which position 72I, Roman numerals I to IV, that gaming device 10 chooses. In other words, gaming device 10 can weight each selection equally at 25 percent.

Please replace paragraph beginning on page 32, line 13 with the following rewritten paragraph:

~~Central Determination – Let's Discuss What to Say, e.g.,~~ While the above described games are dependent somewhat on the player's chip placements, the games can be controlled via central determination if the centrally determined outcome is an award value. That is, regardless of the number of player chips remaining at the end of game play (which does not vary much as shown for a two move game), gaming device 10 can reveal values associated with the remaining player chips that total to the randomly and centrally predetermined outcome.

Please replace paragraph beginning on page 34, line 13 with the following rewritten paragraph:

Gaming device 10 is programmed in one embodiment to look for positions that will convert multiple player chips to game chips. In such a case, gaming device 10 would place in Fig. 3~~3~~_7_ a game chip 76e on the position formerly highlighted by number 4_(iii)_ in Fig. 32. That placement converts original player chip 78 associated with the value of 2x and player chip 78d to game chips 76f and 76g, respectively. The values 2x and forty are still illustrated in connection with the positions now occupied by game chips 76f and 76g. Message 74 in Fig. 33 informs the player that the game is out of the picks and that the player has one remaining placement. Message 94 prompts the player to place a chip on one of the positions 72 highlighted by double letters aa to hh.